

FACE OF OBLIVION

The background of the poster features a deep space scene. It starts with a dark blue at the top, transitioning through green and yellow towards the bottom. A prominent, dark, winding structure resembling a comet's tail or a river of lava cuts across the center-right. The foreground is filled with numerous small, glowing stars of various colors (blue, white, yellow, orange) and several larger, more luminous yellow and orange stars. In the bottom right corner, there is a bright, diffuse yellow and orange glow, possibly representing a star or a nebula.

A HORUS HERESY HOBBY EVENT 20 MAY 2017

FACE OF OBLIVION

What's in this pack?

Tone Page 2

Event Location and Details Page 3

Narrative Page 4

Campaign Overview Page 5

Building an Army Page 6

Awards Page 7

Points of Interest on Oblivion Page 8

Redacted Page 10

Archeotech Table Page 11

NPC Table Page 12

NPC Entries Page 13

Appendix I – Beasts & Encounters Page 22

Appendix II – Centurion Mode Page 28

FACE OF OBLIVION

TONE

This is a laid-back event in typical Queensland style, getting a bunch of games in with your mates and meeting new fanatical hobbyists. Games will be on (what I hope you'll think are) excellent terrain tables with (your) beautiful armies. If you've listened to our podcast you'll know what we're into; good quality hobby and fun.

Most people will know everyone else at the event, and players are encouraged to check out everyone's armies, call out other players for grudge matches, organise games against armies or players you've never played against and organise their own game-match ups either ahead of time or by calling them out on the day.

Michael and I will organise your games for you if there are any issues, however at our last two events this rarely came up. We've found this system works well as it means you don't end up playing against an army you've got no chance against, and set your own expectations when talking to your opponent pre-game.

It probably doesn't need to be reiterated but this is a 'Hobby Event' and not a tournament, games will be highly narrative, with many levels of additional sub quests, character advancements and NPCs.

Awards will be exclusively for painting/modelling and sportsmanship.

This event is **FULLY PAINTED ONLY**. Unpainted/unfinished miniatures will not be allowed on the tables. There's zero wiggle room on this.

An audio players pack is available from the Eye of Horus Podcast feed on SoundCloud, iTunes, and Stitcher or via direct download (hit up Tim or Michael).

FACE OF OBLIVION

EVENT LOCATION AND DETAILS

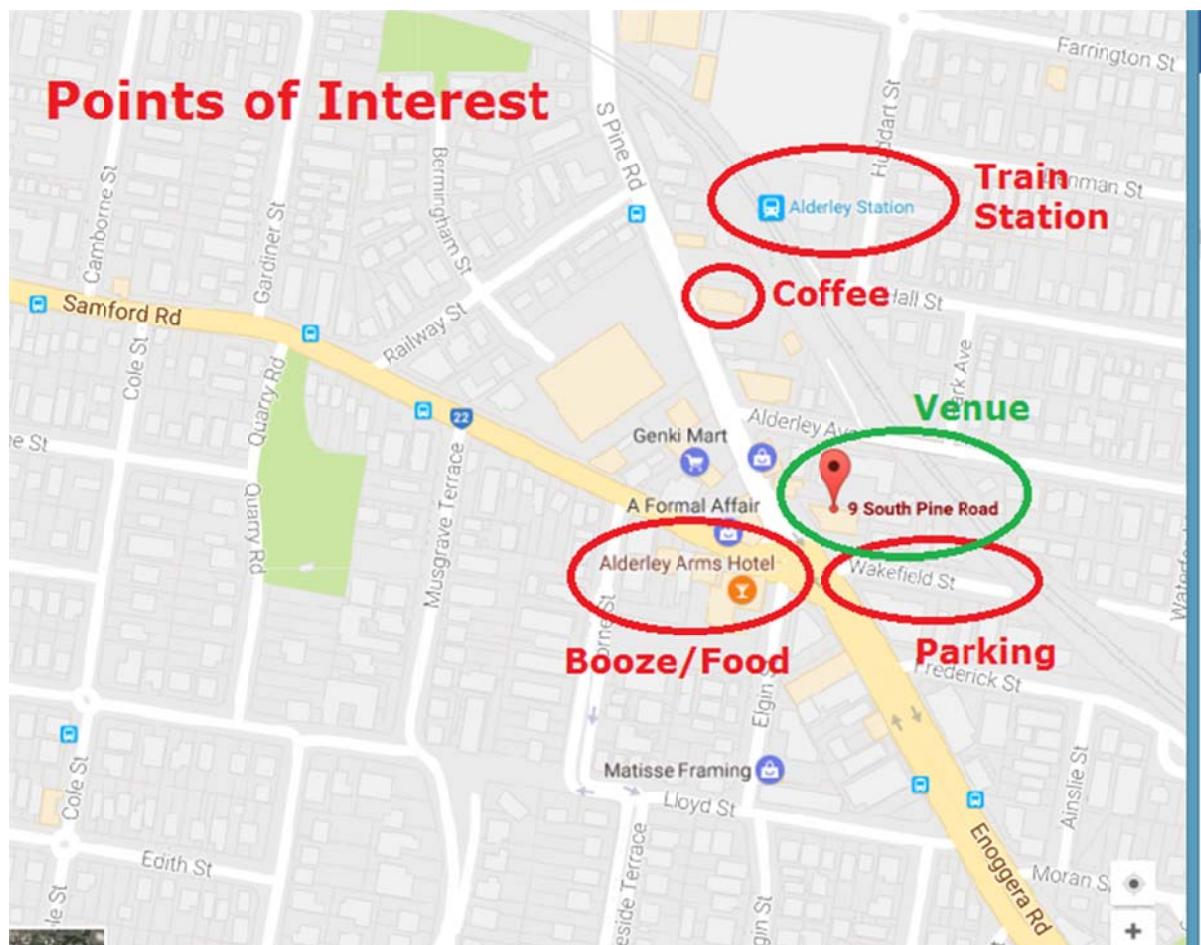
Face of Oblivion will be held at the **Magic Vault** on **20 May 2017** from **10am until 6pm** and the venue is open until 9pm if you want to squeeze in that last grudge match or board game.

<https://www.facebook.com/themagicvault/>

This venue is quickly becoming a favourite for gamers, supporting a variety of franchises and plenty of space for gaming. The MKA courses in October will be held here!

The location details are as follows:

9 South Pine Road
Alderley QLD

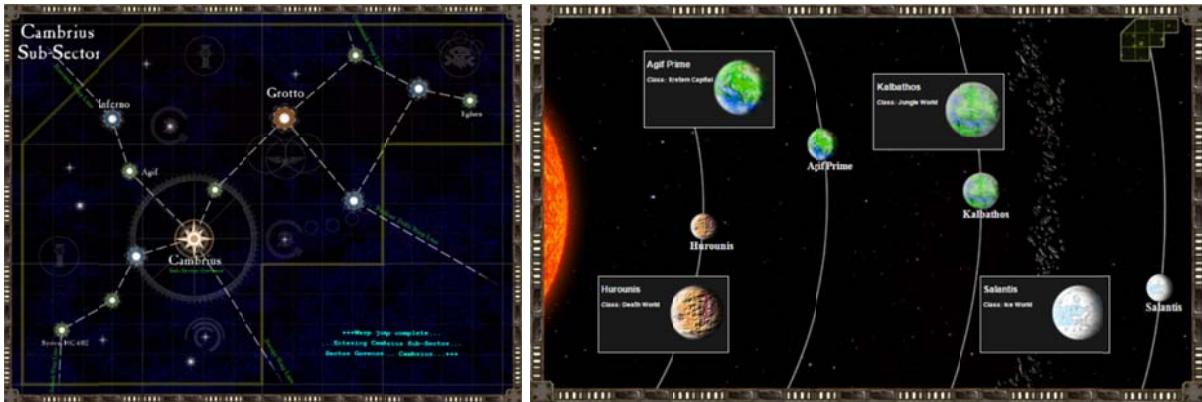


PRICE: \$40 per person, this includes the \$20 per person fee at Magic Vault, and Dog Tags, the residual being spent on Award Glassware.

FACE OF OBLIVION

NARRATIVE

The Face of Oblivion Campaign day is set on one of the moons of Salantis in the Agif System, Cambrius Sub Sector.



The moon's name is Oblivion and it is about to die.

Oblivion when found mid-Crusade, was a great treasure to the Mechanicum. All manner of STC and esoteric information was retrieved from their data banks and cyber-cores. Some of the greatest and most powerful Archmagos of Mars travelled to Oblivion to wonder at its technology, great pacts were made between Mars and the rulership of Oblivion, the major-domo of the Fabricator General himself made warp translation via hyper-advanced warp-cutter to sign binding treaties.

However Oblivion held a terrible secret.

The ruling decemvirate of Oblivion had withheld the fact that their power and technological mastery was due to deeply ingrained technological-heresy and super-occulted exploitation of proscribed artificial intelligence.

For 100 years the decemvirate kept their malfeasance hidden from the Magos stationed on Oblivion, quietly killing any Martians who probed too deeply into the labyrinthine data stacks, blaming them on industrial or arcane accidents. They couldn't keep their heinous provenance secret forever, mysterious deaths of Magos drew the attentions of the Ordo Mhalagra, who after investigation brought in a mighty fleet who tore the heart from the tainted deep stacks and contained the various AIs in djinn prisons. A death sentence was pronounced and in pragmatic fashion they diverted a nearby meteor stream into the world via gravity well technology before making translation back to Mars.

Now the planet is constantly bombarded by astral objects, and it's only a matter of time before one big enough demolishes the world entirely.

Forces of both sides of the ongoing Heresy as well as other unaligned groups have sent strike forces to raid the world, small strike teams of expendable warriors who may just return with epic plunder!

FACE OF OBLIVION

CAMPAIGN OVERVIEW

HOW THE CAMPAIGN WILL WORK

Our events run on the concept of 'open games' we endeavour to provide the best terrain and campaign framework we can, so you guys can come and throw down with your armies. The event opens at 10am and closes at 6pm, you can play as many or as few games as you like. You can have 2 hour lunch break if you like. There are myriad ways to score, and these scores are kept on a white board for all to see. The content of your games, who you play etc, is up to you. We won't be chasing you to finish up games, we won't be setting you up with other players based on your score so far. In fact we won't even keep track of anyone's personal scores at all. You'll score for your team whether Traitors or Loyalists.

ARMIES

This event is focussing on the 'Shadow Wars' era of the Heresy, pretty much any army you can build from the current rules, within the current point limits is allowed. The one omission is Legio Cybernetica who are possible in Zone Mortalis but not in Centurion.

SCORING

Missions will be rolled for as normal from the Shadow Wars and Zone Mortalis missions, and bulk points from your game will be tallied for your team on the score board. You can also gain points from Sub Quest Trees, Points of Interest, and NPC sub quests.

TABLES

This is not a map based campaign however we will keep track of which side 'controls' each table. Although your force might not be setting up a base or fortifications or trying to hold a territory, this represents that a force is operating in that area, searching for STC, information, or archeotech.

At the start of the conflict, all of the event tables will be 'Neutral'. Depending on the winner or loser of each game, these tables will then be designated as 'Loyalist' or 'Traitor' (or stay neutral in case of a draw). This then determines the attacker and defender for that table for the next game and will change back or forth depending on how your game went. (Use the Shadow War roll off to determine attacker/defender on all neutral tables.)

SUB QUEST TREES

In addition to the missions being played and reaping points for your team, each player will be issued with a 'sub quest tree' card which will have 3 secret missions for you to attempt. These sub quests are outlined on the cards and have an increasing difficulty. Once you complete mission tier 1 during a game, you will achieve bonus points for your team, and also unlock the next mission tier in your following game(s). These sub quests are all themed to your faction/legion, and it's possible you may achieve all or none of them during the event.

WARLORD CHARACTER ADVANCEMENT

Your Warlord represents you on the battlefield. Your score sheet has a character space on the front page for you to enter your stat block and upgrades, you will be able to modify this as your character buys upgrades with experience points (XP) they earn in the furnace of battle!

POINTS OF INTEREST/NPCs

To add extra depth to the campaign and represent your Warlord and forces exploring and searching for technology, there is a points of interest system. These are tokens that are placed during game setup and may be rich rewards, ambushes by savage beasts, information worth points for your team or the game, or characters who will side with you and have their own goals and motivations, dragging you into their own sub quests worth further campaign points!

FACE OF OBLIVION

BUILDING AN ARMY

This will be a Shadow Wars and Zone Mortalis Campaign (see more below), you will be able to swap between the tables and game modes as you like.

LISTS

Armies may be chosen from; Legion Astartes, Solar Auxilia, Mechanicum, Militia and Warp Cults, Talons of the Emperor, Blackshields, Shattered Legions, Army of Dark Compliance

WARLORD

As this is a narrative event, no special characters or primarchs will be allowed. We will be using Warlord Advancement rules which can be found on following pages, but it is important to note that **your Warlord represents YOU and must be present and the army's warlord in ALL games.**

Players should bring the following armies:

ZONE MORTALIS

These games will be on a variety of 4x4 and 6x4 ZM tables representing facilities on Oblivion.

At a minimum you should bring a 1000 point ZM list with Zone Mortalis Stratagem points and the Combatant Force Org. (see book 1 for details)

For FULL IMMERSION mode we suggest bringing several lists from 1000-1200 points, using the attacker, defender, and combatant forge orgs and extra ZM compatible miniatures in case you want to create new lists or change them between games.

CENTURION

These games will be on 6x4 tables with more terrain than normal, and unit restrictions on the next page, representing scavenging and exploration on the surface of Oblivion. Some of the 6x4 ZM tables might be suitable for Centurion play also! These games will be using the Shadow Wars rules in Book 6 - Retribution. There will be photocopies of the missions for use at the event.

At a minimum, you should bring a 1500 point Centurion compatible list using the Age of Darkness Force Org. (see your army's latest red book for details)

For FULL IMMERSION mode we suggest bringing several lists from 1500-2000 points, and extra Centurion compatible miniatures in case you want to create new lists or change them between games.

You may use any of the force organisation charts, except for Leviathan.

OTHER UNITS

Imperial Agents can be used, taking up a HQ slot and are unrestricted (other than faction restrictions). 0-1 Imperial Assassins or Sisters of Silence Centuras may be used, counting as an Imperial Agent.

DOG TAGS

If you have Aus30k Dog Tags, you may use one dog tag in your army (you will also be issued a tag each at the end of the event for use at further campaign events! (at no additional cost))

FACE OF OBLIVION

Awards

All of the awards at Face of Oblivion will be peer-voted!

Sportsmanship

Coolest Dude – Loyalists

Players will vote based on sportsmanship, enthusiasm, attitude

Coolest Dude – Traitors

Players will vote based on sportsmanship, enthusiasm, attitude

Hobby

Best Presented – Loyalist

Players will vote for best over-all force, in terms of theme, painting, modelling, composition.

Best Presented – Traitor

Players will vote for best over-all force, in terms of theme, painting, modelling, composition.

Best Warlord

Best Presented Warlord model judged on model and up to 1 A4 sheet of background information.

Best NPC

Players vote on Best NPC conversion theme and paint job, model must represent one of the characters from the NPC table, a Death Cult Assassin or Psyker from the Appendix. This NPC may be a 'deluxe' NPC who may have up to 1 A4 sheet of paper worth of background.

Best Large Beast or Ogrid Mercenary

Players vote on best model from the Void Kraken or Ogrid Mercenary entry in the Appendix.

Best Beast pack

Players Vote on best pack from the Xenos Hounds entry in the Appendix.

POINTS OF INTEREST v1.2 Oblivion

Points of Interest on Oblivion

The Moon of Oblivion is a technological wonder, slowly being pummelled by meteoric objects, a death sentence enacted by the terrifying Archmagos Judicators of the Ordo Mhalagra. They stripped the world of its malfeasant artificial intelligences, crucified the ruling Decemvirate on their server racks and have left the planet to die.

Word had spread in the months after these actions. Pirates, raiders, and scavengers both human and Xenos now make runs on the surface trying to retrieve anything they can. Although the danger is high, the rewards can be greater, even if the seductive lure of great wealth may find scavengers hunted by frenzied beasts driven mad by the bombardment, psykers feeding off the death energies of mass casualties, or Xenos Mercenaries who care nothing for the mass death of humans.

There are Agents of the Emperor, Agents of the Warmaster, and other unaligned operatives lurking on the moon, perhaps they will help you, perhaps they will hinder you. Perhaps they have their own agendas they will seek to set you to purpose furthering.

Oblivion will use the Points of Interest system as found on the following pages, using these conditions:

1. On Centurion Tables deploy D3+1 Points of Interest Tokens
2. On Zone Mortalis Tables deploy D3 Points of Interest Tokens

To deploy Points of Interest at Oblivion:

1. Before each game, one player will roll as above to determine tokens.
2. Before determining who deploys first or chooses deployments, roll off, the highest rolling player deploying the first token then take it in turns after that.
3. All Points of Interest must be inside a area terrain piece, adjacent to an impassable piece, or in any point on a Zone Mortalis.

POINTS OF INTEREST

v1.2 Oblivion

Points of Interest System Overview

The Points of Interest System is designed to add narrative depth to a campaign, without requiring a game master to interact too heavily. Some events may require you to seek out the Event Organiser. These events are built around a 'score board' style campaign, where sub quests and certain points of interest effects will score 'campaign points', note these are different to 'victory points' which are an in game rule.

Controlling a Point of Interest

To control a point of interest, a Character model must end their movement phase within 1" of a point of interest token. Only Character models may roll on the Point of Interest table for the sake of narrative. Under specific circumstances/game mastered games for example a game master may allow other model types to control a point of interest.

Rolling on the Point of Interest Table

A character explores a Point of Interest by rolling on the D20 table. Apply the following modifiers based on the character rolling, this represents characters with specialist training, equipment or experience:

1. Characters from the following list may roll 2D10 instead of a D20:

- Character with an Augury Scanner
- Legion Forge Lord
- Legion Master of Signals
- Any Psyker who expends a Warp Charge (in this case wait until the psychic phase to roll)
- Alpha Legion Saboteur
- Legion Recon Sergeant
- Legion Mor Deythan Strike Leader
- Legion Reaver Attack Squad Sergeant
- Ammitara Occult Intercessional Cabal Sergeant
- Solar Auxilia Household Retinue Prime
- Imperialist Militia Recon Sergeant

2. Characters from the following list may roll 2D20 and choose the result:

- Your Warlord
Legion Vigilator
Solar Auxilia Strategos
Some NPC characters (where noted on the NPC table)

POINTS OF INTEREST

v1.2 Oblivion

The Points of Interest Table

Roll on this table using the rules on the previous page. If a result requires a model, the rules and statistics for these can be found on the following pages.

POINTS OF INTEREST D20

REDACTED – THIS TABLE WILL BE AVAILABLE ON THE DAY!

Below are two of the results on the table – Archeotech which your characters may uncover, and NPCs you may encounter!

POINTS OF INTEREST

v1.2 Oblivion

ARCHEOTECH DIO

1	Vortex Grenade	Locked in a micro-vault you find a super advanced looking grenade. One use only, after firing remove from roster. The Vortex Grenade is a shooting attack: Range 8", STR D, AP1, Small Blast, Vortex.
2	Weapon Upgrade	<i>You find either a comparable masterwork weapon to the one you carry, or a Jokaero who fiddles with your weapon before throwing it back to you and ambling off.</i> Choose one of your weapons, it becomes Master Crafted .
3	Stealth Field	<i>You find a small sphere, although it only has a limited battery life, used at the right time this globe can cloak even Astartes.</i> Once per game at the end of the start of the movement phase you may engage the Stealth Field to give your unit Shrouded until the start of your next movement phase.
4	Combat Drugs	<i>You find a cryo-case filled with syringes, the case is marked with COMBAT POTENTIAL +</i> Before the game your Character may inject themselves with Combat Potential+. For the entire game your character has +1 to WS and INIT .
5	Power Field	<i>You find a thick necklace you place around your neck, when needed you may conjure a powerful repulsion field for a short term.</i> Once per game at the end of the movement phase you may engage the Powerfield, it provides your character and unit with a 5+ Invulnerable save for one turn .
6	Grav Wave Generator	<i>You find a wrist mounted item capable of projecting waves of gravitational flux.</i> Any time a unit charges you character and unit, you may reduce their charge distance by D3 inches .
7	MegaScope	<i>You find a complicated scope array which straps into place over your head.</i> The MegaScope provides the Night Vision special rule, Units may not infiltrate within 24" , and once per game you and your unit gain the Ignores Cover rule .
8	Command Web	<i>You find a hyperadvanced command routing module, slaved to its own automata who lurks just off the battlefield, this web provides significant command potential.</i> This item functions as a Cognis Signum , plus any friendly unit with a nuncio vox may use your characters LD value, AND units will not scatter within 12" of your character .
9	Disintegrator	<i>You find an hyper advanced disintegration unit, perhaps an Adrathic weapon of human origin or a comparable prohibited alien relic.</i> The Disintegrator is a weapon with the following rules: Range 8", STR 10, AP1, Assault 1, Armourbane, Instant Death, Gets hot.
10	Ancient Blade	<i>You unearth an ancient blade of grandmaster craftsmanship, forged in the days before the Age of Strife.</i> The item functions as a Paragon Blade: Melee, Str +1 AP2 Murderous Strike - Any 6 to wound causes Instant Death

POINTS OF INTEREST

v1.2 Oblivion

npc D10

1	Imperial Scout	
2	Reclimator	
3	Astropath	
4	Justicar	<p>The NPC joins your warband. Write them down on your roster. They must immediately join the unit who encounters them, however in further games they may (and must) join any unit.</p>
5	Downed Pilot	<p>The NPC is equipped as per the model, and must be as close to WYSIWYG. If there are no suitable models of the type you roll, reroll on this table. If there are no more NPCs left re-roll on the points of interest table.</p>
6	Magos Biologis / Genetor	<p>If you decide that an NPC doesn't fit inside the narrative of your force by joining it. You may gun them down in return for D3 Campaign points. (don't bother collecting a model or rolling this out, assume you Jack-Ruby him or her before they can act.)</p>
7	Imperial Cartologist	
8	Fleet Officer / Ordinancer	
9	Terran Delegate / Corrupt Noble	
10	Remembrancer	

POINTS OF INTEREST

v1.2 Oblivion

IMPERIAL SCOUT

A member of a myriad of disparate organisations and sub factions dedicated to scouting, exploration, and subterfuge. An Imperial Scout may be a member of a Rogue Trader's coterie, an advanced scout for the Imperial army or Navy, an Assassin for a Noble House, or even a paid or bonded Legionary Spy.

Regardless of their provenance, they are active in this battle zone and will join you for as long as your goals and aims meet.

WS	BS	S	T	W	I	A	Ld	Sv
3	5	3	3	1	3	2	8	5+

Infantry, Character

Equipment: Laspistol, CCW, Flak Armour, Selection as below.

Special Rules: Precision Shots, Selection as below.

Equipment & Special Rules	
Choose 1	Outflank Infiltrate Shrouded Move Through Cover
Choose 1	Sniper Rifle Volkite Caliver Bolter with Kraken Penetrator rounds Lasrifle with Collimator and Blast Charger
Choose 1	Plasma Pistol Power Weapon Camo Cape Melta Bombs Augery Scanner

POINTS OF INTEREST v1.2 Oblivion

Reclaimator

A Reclaimator is a scavenger, adventurer, treasure seeker or xenoarchaeologist. They explore ancient ruins, intrude upon interdicted zones, pick over the site of battles, and scavenge archeotech items for sale to the Mechanicum and other more nefarious organisations.

The death sentence on Oblivion has drawn Reclaimators like crows to a carcass, entire clans lurking on the planet, some with specific goals, some grabbing what they can before the inevitable doom of the world. They see your force pushing into dangerous zones and wish to tag along like jackals, snatching up any booty you might leave.

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	2	3	2	8	4+

Infantry, Character

Equipment: Void Hardened Armour or Mesh Armour (4+)

Special Rules: Preferred Enemy Xenos

Equipment & Special Rules	
Choose 1	Volkite Serpenta Shuriken Pistol Splinter Pistol Archeotech Pistol Gauss Flayer Hand Flamer Fusion Pistol Needle Pistol Stinger Pistol Blaster Shredder Shard Carbine Shuriken Gun Lasblaster Neural Disruptor Synaptic Disintergrator Particle Caster 1 roll on the Archeotech Table
Choose 1	Power Weapon Charnabal Sabre Harlequins Kiss Hydra Gauntlets Venom Blade Agoniser Voidblade
Choose 1	1 roll on the Archeotech Table Haywire Grenades Shimmershield

POINTS OF INTEREST

v1.2 Oblivion

Astropath

A member of Mankind's vaunted galactic communications network, and Astropath is an extraordinary individual. Blinded during the soul binding ritual where the Emperor reshapes their very mind, they are eerie individuals capable of whispering across the vast distances of interstellar space.

Encountering an unattended Astropath in the battle zone is a strange event, perhaps they were left on the world by the retreating Mechanicum, perhaps they are on some mission-demand of the Astra-Telepathica.. In any case they refuse to say, but quickly inveigle themself in your operation, making themselves most useful...

WS	BS	S	T	W	I	A	Ld	Sv
1	1	3	4	2	2	1	10	-

Infantry, Character

Equipment: Choose from below.

Special Rules: Psychic Communicator

Psychic Communicator

An Astropath is of limited battlefield use, however they are of great use in coordinating overall strategy.

When an effect on the Points of Interest system allows you to roll a dice to determine bonus Victory points or Campaign points, that dice may be re-rolled as the information can be more quickly and efficiently exploited.

Equipment & Special Rules	
Choose 1	Laspistol/Autopistol Archeotech Pistol Blast Pistol
Choose 1	CCW (staff)
Choose 1	Fear Acute Senses Adamantium Will

POINTS OF INTEREST

v1.2 Oblivion

Justicar of the Adeptus Arbites

A high level operative of the nascent Adeptus Arbites, a Justicar is an agent of the developing Imperial Law. Sent to observe and in some cases ensure compliance and what came after, the great Tithes of the Adeptus.

A Justicar operating on Oblivion may be keeping an eye on the dismantling of Imperial authority on the world before it dies, protecting civilians, or using the planet and its infrastructure as bait to track and slay Reclaimators and Recidivists.

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	2	3	2	9	3+

Infantry, Character

Equipment: Power Armour, Refractor Field, Bolt Pistol

Special Rules: Counter Attack

Arbites Shotgun with Manstopper Rounds

This specialist shotgun was designed to bring down recidivist leaders so they can be taken into custody and brought to justice.

Range 18', Str4, AP4, Assault 1, Concussive

Equipment & Special Rules	
Choose 1	Arbites Shotgun with Manstopper Rounds Master Crafted Power Mace Sniper Rifle Volkite Charger Bolt Pistol Blast Pistol Hand Flamer
Choose 1	Combat Shield Cyber Familiar Infravisor Augery Scanner
Choose 1	Precision Strikes Stubborn

POINTS OF INTEREST v1.2 Oblivion

Fleet Pilot

A member of any number of Imperial or non Imperial air forces, fleet fighter or bomber wings, pirate forces or just a transport pilot trying to find his way back to his forces.

A downed pilot has made contact with you and will tag along in return for being handed off back to his chain of command when possible. He will return the favour in the coming days.

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	4	1	8	4+

Infantry, Character

Equipment: Void Hardened Armour, Blast Pistol

Special Rules: Downed Pilot

Downed Pilot

If the Fleet Pilot is alive and has joined one of your squads at the end of the game, add them to your roster. In following games, they cease to join your force on the table and may be used to bring down an air strike.

Roll for them as reserves normally, when they become available, they attack with the following profile, using the pilot's BS as above.

Bombing Run

Range: Unlimited, STR 5 AP4, Heavy 3, Small Blast, Shred, Barrage.

Equipment & Special Rules	
Choose 1	Digital Weapons Infravisor
Choose 1	Laspistol Lasgun Laslock Autopistol
Choose 1	Augery Scanner Krak Grenades

POINTS OF INTEREST v1.2 Oblivion

Magos Biologis/Genetor

A member of any number of scientists, medicaes, Mechanicum approved genesplicers, fleshsmiths or even an Xenos bio-shaman.

Operating on Oblivion as part of some Mechanicum Sect, or maybe Reclaimator clan, the Biologis/Genetor will join with your forces, in return for first pick of any prisoners or biotech you may uncover.

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	4	2	3	2	8	3+

Infantry, Character

Equipment: Medi Pack, Lucifex, Power Armour, Selection as below.

Special Rules: Stubborn, Selection as below.

Equipment & Special Rules	
Choose 1	Power Weapon Power Fist Volkite Charger Archeotech Pistol Splinter Pistol
Choose 1	Servo Arm Abeyant Phased Plasma Fusil Agoniser Venom Blade
Choose 1	Battlesmith Preferred Enemy Xenos Relentless

POINTS OF INTEREST

v1.2 Oblivion

Imperial Cartographer

A member of an organisation tasked with mapping wilderness or non compliant space, warp routes, and the surfaces of planets and stellar objects themselves. These agents operate under the aegis of Imperial Compliance, the Navy, Trading Houses, Explorators, Sub Sector or Sector Governments or other more covert organisations.

An Imperial Cartographer encountered on the surface of Oblivion will share information and intelligence with you in return for safe passage.

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	2	2	1	8	4+

Infantry, Character

Equipment: Void Hardened Armour, Las Pistol, Cognis Signum

Special Rules: Geolocator System, Local Charts

Geolocator System

You may choose to reroll the D3 for number of points of interest at the start of the game, and also reroll the roll off to determine who places the first Point of Interest.

Local Charts

You may re-roll the roll off to determine who chooses deployment and goes first.

Equipment & Special Rules	
Choose 1	Volkite Charger Volkite Serpenta Blast Pistol Bolt Pistol Plasma Pistol Shotgun
Choose 1	Power Weapon Melta Bombs Augery Scanner Power Fist

POINTS OF INTEREST v1.2 Oblivion

Fleet Officer/Ordinancer

A high-level communications and bombardment officer, either left behind, last man of some previous effort, or sent down alone to scout enemy dispositions and guide bombardments from orbit, air strikes or mobile weapons crawlers in the field.

This Fleet Officer/Ordinancer happens to be from your faction's supreme HQ and greets you with some encoded binary blurts as you get near. He thanks you for saving him and offers to help you.

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	7	4+

Infantry, Character

Equipment: Nuncio Vox, Las Pistol, Void Hardened Armour or Carapace Armour (as modelled)

Special Rules: Choose from Below

Bombardment

The character may call in a bombardment once per game with the following effect:

Range: Unlimited, STR 8 AP 3, Ordinance D3, Barrage, Pinning, One use only.

Advanced Comms

Before turn 1, and each turn afterwards, the character may impose either a +1 to friendly reserve rolls, or impose a -1 on enemy reserve rolls. In addition enemy characters rolling on a point of interest within 18" must roll 2D20 and choose the LOWEST of the results on these dice. This entirely replaces any other bonuses granted by specific characters as above.

Equipment & Special Rules	
Choose 1	Blast Pistol Bolt Pistol Volkite Serpenta Lasrifle Shotgun
Choose 1	Augery Scanner Infravisor Melta Bombs 1 Phosphex Bomb
Choose 1	Bombardment Advanced Comms Interceptor

POINTS OF INTEREST v1.2 Oblivion

Terran Delegate/Corrupt Noble

Either a haughty delegate sent by the Council of Terra itself, or a conniving planetary noble driven from his world by the Loyalists and seeking revenge on the servants of the Emperor, the ultra-rich of mankind are drilled in combat from childhood, and equipped with the finest weapons available on their planet.

The Delegate or Noble has some further purpose upon Oblivon, possibly making sure loose ends are tied up, or trying to make contact with Reclaimator or even Xenos forces. You find him/her after their bodyguard has been destroyed, they hail you and beg for your protection. They will fight for you, subtly trying to steer you in directions which will gain them the most personal profit.

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	4	1	9	2+

Infantry, Character

Equipment: Master Crafted Charnabal Sabre, Archeotech Pistol, Artificer Armour, Selection as below.

Special Rules: Hatred Traitors/Hatred Loyalists

Equipment & Special Rules	
Choose 1	Plasma Pistol Inferno Pistol Photon Gauntlet Combi Weapon Adrathic Destructor Solarite Power Gauntlet Bolter with Kraken Penetrator Rounds
Choose 1	Melta Bombs Refractor Field Augery Scanner Roll once on the Archeotech Table Psi-Jammer
Choose 1	Crusader Counter Attack Feel No Pain 5+

POINTS OF INTEREST

v1.2 Oblivion

Remembrancer

A member of the now dissolved Order of Remembrancers, hiding out on the planet, resisting being sent back to Terra to be 'debriefed' by Malcador.

Although most Remembrancers were insipid clerks or artists, some possess the firey gift of oration and propaganda and can be of great use during a tough conflict.

Although almost useless in an actual fight, they can drive on your troops with some choice words, be they vicious lies or confronting truths.

WS	BS	S	T	W	I	A	Ld	Sv
2	2	3	3	1	2	1	7	6+

Infantry, Character

Equipment: Autopistol

Special Rules: Hatred

APPENDIX: Encounters and Beasts

OGRID MERCENARY

'Ogrid' is a catch all term for any number of war-breed mercenaries, employed by Reclaimators, Pirates, Shadowy Imperial organisations or local planetary governements and nobles. They may be an ex-army Ogrym with standard issue ripper-gun fighting for some cans of grox mince, or a Slyythe outcast gunning humans down with a shard-carbine in return for a specific kind of crystal found only on a now human-dominated world.

WS	BS	S	T	W	I	A	Ld	Sv
4	3	5	5	3	3	3	8	4+

Infantry, Character

Equipment: Void Hardened Armour, CCW, Choose from below

Special Rules: Stubborn, Independent Character

Equipment & Special Rules	
Choose 1	Heavy Chainsword Power Weapon Power Fist Chainfist Chain Axe Hand Flamer Volkite Serpenta Ripper Gun
Choose 1	Chain Axe Power Weapon Heavy Bolter Phased Plasma Fusil Missile Launcher (Frag & Krak) Multi Melta Plasma Cannon Star Cannon Disintegrator Dark Lance/Bright Lance Melta Gun Plasma Gun Hand Flamer Shard Carbine Volkite Culverin Lightning Gun
Choose 1	Fleet Rage Rampage Furious Charge Rending Attacks (all weapons) Infiltrate Outflank

APPENDIX: Encounters and Beasts

Death Cult Assassin

Throughout mankind's history there has always been humans steeped in the art of murder, assassination, and butchery. These hidden sects and cults followed mankind to the stars, and due to their occult nature it's almost impossible to determine the number of assassin temples and training camps throughout human space and beyond. Dark Age technology coupled with selective breeding programs, child warrior schools and techno-geas mind-control techniques have produced startling results in the realms of apex predator murdercraft.

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	3	2	5	2	9	5+

Infantry, Character

Equipment: Choose from Below

Special Rules: Independent Operator, Dodge, Precision Strikes, Precision Shots, Rage, Shrouded

Independent Operator

Unlike the other NPC characters, the Death Cult Assassin always works alone! They may never join a unit.

Dodge

A Death Cult Assassin has a 5+ Invulnerable Dodge save.

Equipment & Special Rules	
Choose 1	Blast Pistol Volkite Serpenta Power Weapon Charnabal Sabre Needle Pistol Lucifex
Choose 1	Blast Pistol Volkite Serpenta Power Weapon Charnabal Sabre Needle Pistol Lucifex
Choose 1	Furious Charge Hatred Preferred Enemy Characters One roll on the Archeotech Table

APPENDIX: Encounters and Beasts

Xenos Hounds

Xenos Hounds is a catch-all term for a variety of hardy quadruped beasts, domesticated via selective breeding, mind control or loyalty engrams. They may take the form of a classic scale-hound, rad-wolf, hyperthyacine, Void Hydra Calf, Laza-Cat or hawkdoggo, or any number of more esoteric and alien breeds. Reclaimators, Loyalists, and Traitors alike release packs of these beasts to prowl rear echelon areas, guard drop zones or stockpiles and hunt down spies or raiding parties.

WS	BS	S	T	W	I	A	Ld	Sv
4	2	4	4	1	4	2	6	5+

Beasts

Equipment: Claws and Teeth, Tough Hide (5+ armour)

Special Rules: Rage

APPENDIX: Encounters and Beasts

VOID HYDRA

Void Hydra is a catch-all term amongst frontiersman, Explorators and Rogue Traders for any number of enormous beasts which prowl alien and even settled worlds. They may take the form of a nega-slug, catachan devil, choomah-beetle, robohulk, astral-ram, lavadrake, hellserpent or venus man-trap. These beasts have mass and ferocity on their side and are a match for entire squads of the mighty Astartes. On Oblivion the constant rain of asteroids has driven many such beasts out of their lairs and they roam the planets surface or haunt abandoned facilities.

WS	BS	S	T	W	I	A	Ld	Sv
4	2	6	6	5	2	D6+1	6	3+

Monstrous Creature

Equipment: Claws, Teeth, Pseudopods, Tail Clubs, Tentacle Grabs, Head-butts etc.

Special Rules: Rage

APPENDIX: Encounters and Beasts

Psyker

Weaponised Psykers are a common feature of Warcraft in the 31st Millenium and take many different forms, from the Aesthetic Psi-Warrior Knights of the Scholastica Psykana, to the rabid wastes-witch warp-font goaded into battle by narco-tribes on forgotten worlds.. Encountering a Psyker is always a harrowing experience, if they will join with you they promise much power, if they are your enemy you best prepare yourself!

WS	BS	S	T	W	I	A	Ld	Sv
2	2	3	3	2	3	1	9	6+

Infantry, Character

Equipment: Hand Weapon, Laspistol (or equivalent)

Special Rules: Psyker, Independent Character

To create a Psyker encounter, roll some dice:

D6: **This Determines their Alignment:**

1-3 Imperial

4-6 Traitor

(Same alignment as you will join your side with a successful Leadership test. If failed they will wander off.

Opposite alignment to you will automatically attack with psychic powers!)

D3: **This determines their Psychic Level: 1-3**

D6: **This determines their discipline:**

1: Biomancy

2: Divination

3: Pyromancy

4: Telekinesis

5: Telepathy

6: Daemonology

Roll a D6: 1-3 Sanctic

4-6 Malific

If the Psyker has joined you, you may create their powers as normal, if they're hostile to you, grab the Event Organisers or Crew to roll up something nasty..

CENTURION – v1.3

The Centurion Discipline is a middle-ground between Zone Mortalis* and Frontline* games.

Aesthetically drawing inspiration from Warhammer 40k 2nd Edition, and rules-wise providing more narrative games where infantry and characters are the focus of the action. Some units are restricted in this discipline, the narrative shaped by dense terrain in which tanks and aircraft are not viable, yet the battle is still a savage tale of retribution and massacre.

Centurion games are played on a 6x4 with more terrain than Frontline games, using Shadow War missions and a points level of 1500-2000 to represent smaller actions, insurgency, assassinations and tactical skirmishes.

Infantry, Walkers, and Speeders should be the focus of your army and the following unit are restricted:

Tanks, Fliers (including flying monstrous creatures), Drop Pods, Superheavies, Lords of War, and fortifications are not allowed.

Bikes, Attack Bikes, Jet Bikes, Artillery, Monstrous Creatures, Leviathan Siege Dreadnoughts are 0-1 choices.

Note this precludes some Rites of War and Army Lists from Centurion mode.

EOH Note: Although this may just sound like '30k with restrictions', Centurion mode has been created as a crossover discipline for events, providing a different tactical situation and game flavour compared to the ruthless close quarters action of ZM or the vehicle slugfest of Frontline games. It provides a focus on much different units, inviting you to use units otherwise not seen in other games.

Context:

*Zone Mortalis: 1250 point games of ZM using Zone Mortalis Missions and rules.

*Frontline: 2500+ point games on more open 6x4 or larger tables, using Age of Darkness missions.